Software Design Document Template

New software firms and groups are eager to get their products to market. Even small successes and few customers make these companies grow in size. Resources are usually tight, processes are light, lots of code is written for demos and new people are hired on all the time. In such an environment, it is easy to go astray fast, even for experienced people. This book identifies the things that make for a successful software development organization and provides some solutions and tools to successfully bootstrap a software development group and keep it running efficiently as it grows big. The individual ideas in the article have been tried and tested over many projects and in various companies. The book brings together these ideas in an easy to reference package, provides links to commonly used freeware and inexpensive tools. It also provides some guidelines on how common development practices can be tailored to suit specific needs.

Standards have become widespread regulatory tools that are set to promote global trade, innovation, efficiency, and quality. They contribute significantly to the creation of safe, reliable, and high quality services and technologies to ensure human health, environmental protection, or information security. Yet intentional deviations from standards by organizations are often reported in many sectors, which can either contribute to or challenge the measures of safety and quality they are designed to safeguard. Why then, despite all potential consequences, do organizations choose to deviate from standards in one way or another? This book uses structuration theory - covering aspects of both structure and agency - to explore the organizational conditions and contradictions under which different types of deviance occur. It provides empirical explanations for deviance in organizations that go beyond an understanding of individual misbehaviour where mainly a single person is held responsible. Case studies of software-developing organizations illustrate insightful generalizations on standards as a mechanism of sensemaking, resource allocation, and sanctioning, and provide ground to re-think corporate responsibility when deviating from standards in the 'audit society'.

The Marketing Yellow Pages contains online marketing and business resources to help small businesses succeed. It provides concise descriptions of resources used to market products and services locally, regionally, nationally, and internationally. The resource descriptions are written for small business owners, individuals, and marketing personnel. Technical jargon and industry specific terminology has been minimized to make this guide useful to a broad audience. Each description was written to help marketers understand the products being offered without them having to spend a lot of time doing research. The resources listed will provide you with a comprehensive overview of online marketing resources. This guide will save you numerous hours of searching. You'll be able find the resources you need when you need them. It will help you locate top marketing and business resources in a matter of hours, not days. You'll have insight into products and services that many business owners know little about. This guide will help you understand the products and services commonly used by small businesses to market products and services. Each new edition will contain additional resources and improved descriptions. The Marketing Yellow Pages will continue to be about the same thing: marketing and business resources to help small businesses succeed.

Architectural design is a crucial first step in developing complex software intensive systems. Early design decisions establish the structures necessary for achieving broad systemic properties. However, today's organizations lack synergy between software their development processes and technological methodologies. Providing a thorough treatment of

This book introduces the concept of software architecture as one of the cornerstones of software in modern cars. Following a historical overview of the evolution of software in modern cars and a discussion of the main challenges driving that evolution, Chapter 2 describes the main architectural styles of automotive software and their use in cars' software. In Chapter 3, readers will find a description of the software development processes used to develop software on the car manufacturers' side. Chapter 4 then introduces AUTOSAR – an important standard in automotive software. Chapter 5 goes beyond simple architecture and describes the detailed design process for automotive software using Simulink, helping readers to understand how detailed design links to high-level design. Next, Chapter 6 presents a method for assessing the quality of the architecture – ATAM (Architecture Trade-off Analysis Method) – and provides a sample assessment, while Chapter 7 presents an alternative way of assessing the architecture, namely by using quantitative measures and indicators. Subsequently Chapter 8 dives deeper into one of the specific properties discussed in Chapter 6 – safety – and details an important standard in that area, the ISO/IEC 26262 norm. Lastly, Chapter 9 presents a set of future trends that are currently emerging and have the potential to shape automotive software engineering in the coming years. This book explores the concept of software architecture for modern cars and is intended for both beginning and advanced software designers. It mainly aims at two different groups of audience – professionals working with automotive software who need to understand concepts related to automotive architectures, and students of software engineering or related fields who need to understand the specifics of automotive software to be able to construct cars or their components. Accordingly, the book also contains a wealth of real-world examples illustrating the concepts discussed and requires no prior background in the automotive domain.

The book presents a comprehensive discussion on software quality issues and software quality assurance (SQA) principles and practices, and lays special emphasis on implementing and managing SQA. Primarily designed to serve three audiences; universities and college students, vocational training participants, and software engineers and software development managers, the book may be applicable to all personnel engaged in a software projects Features: A broad view of SQA. The book delves into SQA issues, going beyond the classic boundaries of custom-made software development to also cover in-house software development, subcontractors, and readymade software. An up-to-date wide-range coverage of SQA and SQA related topics. Providing comprehensive coverage on multifarious SQA subjects, including topics, hardly explored till in SQA texts. A systematic presentation of the SQA function and its tasks: establishing the SQA processes, planning, coordinating, follow-up, review and evaluation of SQA processes. Focus on SQA implementation issues. Specialized chapter sections, examples, implementation tips, and topics for discussion. Pedagogical support: Each chapter includes a real-life mini case study, examples, a summary, selected bibliography, review questions and topics for discussion. The book is also supported by an Instructor's Guide.

This book describes a complete revolution in software engineering based on complexity science through the establishment of NSE – Nonlinear Software Engineering paradigm which complies with the essential principles of complexity science, including the Nonlinearity principle, the Holism principle, the Complexity Arises From Simple Rules principle, the Initial Condition Sensitivity

principle, the Sensitivity to Change principle, the Dynamics principle, the Openness principle, the Self-organization principle, and the Self-adaptation principle. The aims of this book are to offer revolutionary solutions to solve the critical problems existing with the old-established software engineering paradigm based on linear thinking and simplistic science complied with the superposition principle, and make it possible tohelp software development organizations double their productivity, halve their cost, and remove 99% to 99.99% of the defects in their software products, and efficiently handle software complexity, conformity, visibility, and changeability. It covers almost all areas in software engineering. The tools NSE_CLICK- an automatic acceptance testing platform for outsourcing (or internally developed) C/C++ products, and NSE_CLICK_J - an automatic acceptance testing platform for outsourcing (or internally developed) Java products are particularly designed for non-technical readers to view/review how the acceptance testing of a software product developed with NSE can be performed automatically, and how the product developed with NSE is truly maintainable at the customer site.

The Quality Special Interest Group of the British Computer Society presents the edited proceedings of their sixth International Conference on Software Quality Management (SQM'98) held in April 1998 in Amsterdam. The objective of this series of annual conferences is to promote international co-operation among those concerned with software quality and process improvement, by creating a greater understanding of software quality issues and by sharing current research and industrial experience. The papers cover a broad spectrum of practical experience and research. The topic areas include process improvement, maintaining a quality management system, quality metrics, human factors, project management issues, software tools and approaches to systems development. The organisers would like to thank Origin for their sponsorship of the proceedings. The editors are indebted to the members of the International Advisory Committee for their support and for refereeing the abstracts and the final papers, as well as to the authors who have contributed to the success of this conference.

Modeling complex systems is a difficult challenge and all too often one in which modelers are left to their own devices. Using a multidisciplinary approach, The Art of Software Modeling covers theory, practice, and presentation in detail. It focuses on the importance of model creation and demonstrates how to create meaningful models. Presenting three self-contained sections, the text examines the background of modeling and frameworks for organizing information. It identifies techniques for researching and capturing client and system information and addresses the challenges of presenting models to specific audiences. Using concepts from art theory and aesthetics, this broad-based approach encompasses software practices, cognitive science, and information presentation. The book also looks at perception and cognition of diagrams, view composition, color theory, and presentation techniques. Providing practical methods for investigating and organizing complex information, The Art of Software Modeling demonstrates the effective use of modeling techniques to improve the development process and establish a functional, useful, and maintainable software system.

The final installment in this three-volume set is based on this maxim: "Before software can be designed its requirements must be well understood, and before the requirements can be expressed properly the domain of the application must be well understood." The book covers the process from the development of domain descriptions, through the derivation of requirements prescriptions from domain models, to the refinement of requirements into software architectures and component design.

A game design document (GDD) is a software design document that serves as a blueprint from which your game is to be built. It helps you define the scope of your game and sets the general direction for the project, keeping the entire team on the same page. This is a companion piece, intended to accompany the Lazy Designer series. There are two sections -- a sample planning document followed by a "how it went" discussion on the actual implementation.

This is a practical guide for software developers, and different than other software architecture books. Here's why: It teaches risk-driven architecting. There is no need for meticulous designs when risks are small, nor any excuse for sloppy designs when risks threaten your success. This book describes a way to do just enough architecture. It avoids the one-size-fits-all process tar pit with advice on how to tune your design effort based on the risks you face. It democratizes architecture. This book seeks to make architecture relevant to all software developers. Developers need to understand how to use constraints as guiderails that ensure desired outcomes, and how seemingly small changes can affect a system's properties. It cultivates declarative knowledge. There is a difference between being able to hit a ball and knowing why you are able to hit it, what psychologists refer to as procedural knowledge versus declarative knowledge. This book will make you more aware of what you have been doing and provide names for the concepts. It emphasizes the engineering. This book focuses on the technical parts of software development and what developers do to ensure the system works not job titles or processes. It shows you how to build models and analyze architectures so that you can make principled design tradeoffs. It describes the techniques software designers use to reason about medium to large sized problems and points out where you can learn specialized techniques in more detail. It provides practical advice. Software design decisions influence the architecture and vice versa. The approach in this book embraces drill-down/pop-up behavior by describing models that have various levels of abstraction, from architecture to data structure design.

Practical Support for Lean Six Sigma Software Process Definition: Using IEEE Software Engineering Standards addresses the task of meeting the specific documentation requirements in support of Lean Six Sigma. This book provides a set of templates supporting the documentation required for basic software project control and management and covers the integration of these templates for their entire product development life cycle. Find detailed documentation guidance in the form of organizational policy descriptions, integrated set of deployable document templates, artifacts required in support of assessment, organizational delineation of process documentation.

This book constitutes the thoroughly refereed post-proceedings of the International Workshop on Software Architectures for Product Families IW-SAPF-3, held in Las Palmas de Gran Canaria, Spain in March 2000. The 24 revised full papers presented together with an introduction and two surveys were carefully reviewed and selected for inclusion in the book. The papers are organized in topical sections on product family practice, business, product family concepts, product family methods, evolution, and product family techniques.

Job titles like “Technical Architect” and “Chief Architect” nowadays abound in software industry, yet many people suspect that “architecture” is one of the most overused and least understood terms in professional software development. Gorton’s book tries to resolve this dilemma. It concisely describes the essential elements of knowledge and key skills required to be a software architect. The explanations encompass the essentials of architecture thinking, practices, and supporting technologies. They range from a general understanding of structure and

quality attributes through technical issues like middleware components and service-oriented architectures to recent technologies like model-driven architecture, software product lines, aspect-oriented design, and the Semantic Web, which will presumably influence future software systems. This second edition contains new material covering enterprise architecture, agile development, enterprise service bus technologies, RESTful Web services, and a case study on how to use the MeDICi integration framework. All approaches are illustrated by an ongoing real-world example. So if you work as an architect or senior designer (or want to someday), or if you are a student in software engineering, here is a valuable and yet approachable knowledge source for you.

This volume features the proceedings of the 14th ISPE Conference on Concurrent Engineering, held in São José dos Campos, São Paulo, Brazil, on the 16th – 20th of July 2007. It highlights the application of concurrent engineering to the development of complex systems.

Gain an in-depth understanding of software testing management and process issues that are critical for delivering high-quality software on time and within budget. Written by leading experts in the field, this book offers those involved in building and maintaining complex, mission-critical software systems a flexible, risk-based process to improve their software testing capabilities. Whether your organization currently has a well-defined testing process or almost no process, Systematic Software Testing provides unique insights into better ways to test your software.This book describes how to use a preventive method of testing, which parallels the software development lifecycle, and explains how to create and subsequently use test plans, test design, and test metrics. Detailed instructions are presented to help you decide what to test, how to prioritize tests, and when testing is complete. Learn how to conduct risk analysis and measure test effectiveness to maximize the efficiency of your testing efforts. Because organizational structure, the right people, and management are keys to better software testing, Systematic Software Testing explains these issues with the insight of the authorsOCO more than 25 years of experience."

This book constitutes the refereed proceedings of the 5th European Conference on Software Architecture, ECSA 2011, held in Essen, Germany, in September 2011. The 13 revised full papers presented together with 24 emerging research papers, and 7 research challenge poster papers were carefully reviewed and selected from over 100 submissions. The papers are organized in topical sections on requirements and software architectures; software architecture, components, and compositions; quality attributes and software architectures; software product line architectures; architectural models, patterns and styles; short papers; process and management of architectural decisions; software architecture run-time aspects; ADLs and metamodels; and services and software architectures.

Document the architecture of your software easily with this highly practical, open-source template. Key Features Get to grips with leveraging the features of arc42 to create insightful documents Learn the concepts of software architecture documentation through real-world examples Discover techniques to create compact, helpful, and easy-to-read documentation Book Description When developers document the architecture of their systems, they often invent their own specific ways of articulating structures, designs, concepts, and decisions. What they need is a template that enables simple and efficient software architecture documentation. arc42 by Example shows how it's done through several real-world examples. Each example in the book, whether it is a chess engine, a huge CRM system, or a cool web system, starts with a brief description of the problem domain and the quality requirements. Then, you'll discover the system context with all the external interfaces. You'll dive into an overview of the solution strategy to implement the building blocks and runtime scenarios. The later chapters also explain various cross-cutting concerns and how they affect other aspects of a program. What you will learn Utilize arc42 to document a system's physical infrastructure Learn how to identify a system's scope and boundaries Break a system down into building blocks and illustrate the relationships between them Discover how to describe the runtime behavior of a system Know how to document design decisions and their reasons Explore the risks and technical debt of your system Who this book is for This book is for software developers and solutions architects who are looking for an easy, open-source tool to document their systems. It is a useful reference for those who are already using arc42. If you are new to arc42, this book is a great learning resource. For those of you who want to write better technical documentation will benefit from the general concepts covered in this book.

Requirements Engineering and Management for Software Development Projects presents a complete guide on requirements for software development including engineering, computer science and management activities. It is the first book to cover all aspects of requirements management in software development projects. This book introduces the understanding of the requirements, elicitation and gathering, requirements analysis, verification and validation of the requirements, establishment of requirements, different methodologies in brief, requirements traceability and change management among other topics. The best practices, pitfalls, and metrics used for efficient software requirements management are also covered. Intended for the professional market, including software engineers, programmers, designers and researchers, this book is also suitable for advanced-level students in computer science or engineering courses as a textbook or reference.

Agile software development approaches have had significant impact on industrial software development practices. Today, agile software development has penetrated to most IT companies across the globe, with an intention to increase quality, productivity, and profitability. Comprehensive knowledge is needed to understand the architectural challenges involved in adopting and using agile approaches and industrial practices to deal with the development of large, architecturally challenging systems in an agile way. Agile Software Architecture focuses on gaps in the requirements of applying architecture-centric approaches and principles of agile software development and demystifies the agile architecture paradox. Readers will learn how agile and architectural cultures can co-exist and support each other according to the context. Moreover, this book will also provide useful leads for future research in architecture and agile to bridge such gaps by developing appropriate approaches that incorporate architecturally sound practices in agile methods. Presents a consolidated view of the state-of-art and state-of-practice as well as the newest research findings Identifies gaps in the requirements of applying architecture-centric approaches and principles of agile software development and demystifies the agile architecture paradox Explains whether or not and how agile and architectural cultures can co-exist and support each other depending upon the context Provides useful leads for future research in both architecture and agile to bridge such gaps by developing appropriate approaches, which incorporate architecturally sound practices in agile methods

The most comprehensive General, Organic, and Biochemistry book available, Introduction to General, Organic, and Biochemistry, 11th Edition continues its tradition of a solid development of problem-solving skills, numerous examples and practice problems, along with coverage of current applications. Written by an experienced author team, they skillfully anticipate areas of difficulty and pace the book accordingly. Readers will find the right mix of general chemistry compared to the discussions on organic and biochemistry. Introduction to General, Organic, and Biochemistry, 11th Edition has clear & logical explanations of chemical concepts and great depth of coverage as well as a clear, consistent writing style which provides great readability. An emphasis on Real-World aspects of chemistry makes the reader comfortable in seeing how the chemistry will apply to their career.

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Software Testing Concepts and Tools provide experience-based practices and key concepts that can be used by any organization to implement a successful and efficient testing process. This book provides

experience-based practices and key concepts that can be used by an organization to implement a successful and efficient testing process. The prime aim of this book is to provide a distinct collection of technologies and discussions that are directly applicable in software development organizations to improve the quality and avoid major mistakes and human errors.· Software Engineering Evaluation· System Testing Process· WinRunner 8.0· QTP 8.2· LoadRunner 8.0· TestDirector 8.0

This book addresses how to meet the specific documentation requirements in support of the ISO 9001 software process definition, documentation, and improvement, which is an integral part of every software engineering effort Provides a set of templates that support the documentation required for basic software project control and management The book provides specific support for organizations that are pursuing software process improvement efforts

This volume constitutes the proceedings of the 8th Conference on Software Engineering Education, SEI CSEE 1995, held in New Orleans, Louisiana, USA in March/April 1995. The volume presents 25 carefully selected full papers by researchers, educators, trainers and managers from the relevant academic, industrial and governmental communities; in addition there are abstracts of keynote speeches, panels, and tutorials. The topics covered include curriculum issues: Goals - what should we be teaching.- Process issues.- Software engineering in special domains.- Requirements and designs.- People, management, and leadership skills.- Technology issues.- Education and training - needs and trends.

This classroom-tested textbook presents an active-learning approach to the foundational concepts of software design. These concepts are then applied to a case study, and reinforced through practice exercises, with the option to follow either a structured design or object-oriented design paradigm. The text applies an incremental and iterative software development approach, emphasizing the use of design characteristics and modeling techniques as a way to represent higher levels of design abstraction, and promoting the model-view-controller (MVC) architecture. Topics and features: provides a case study to illustrate the various concepts discussed throughout the book, offering an in-depth look at the pros and cons of different software designs; includes discussion questions and hands-on exercises that extend the case study and apply the concepts to other problem domains; presents a review of program design fundamentals to reinforce understanding of the basic concepts; focuses on a bottom-up approach to describing software design concepts; introduces the characteristics of a good software design, emphasizing the model-view-controller as an underlying architectural principle; describes software design from both object-oriented and structured perspectives; examines additional topics on human-computer interaction design, quality assurance, secure design, design patterns, and persistent data storage design; discusses design concepts that may be applied to many types of software development projects; suggests a template for a software design document, and offers ideas for further learning. Students of computer science and software engineering will find this textbook to be indispensable for advanced undergraduate courses on programming and software design. Prior background knowledge and experience of programming is required, but familiarity in software design is not assumed.

This is the eagerly-anticipated revision to one of the seminal books in the field of software architecture which clearly defines and explains the topic.

Although many software books highlight open problems in secure software development, few provide easily actionable, ground-level solutions. Breaking the mold, Secure and Resilient Software Development teaches you how to apply best practices and standards for consistent and secure software development. It details specific quality software developmen

Software Testing presents one of the first comprehensive guides to testing activities, ranging from test planning through test completion for every phase of software under development, and software under revision. Real life case studies are provided to enhance understanding as well as a companion website with tools and examples.

To build reliable, industry-applicable software products, large-scale software project groups must continuously improve software engineering processes to increase product quality, facilitate cost reductions, and adhere to tight schedules. Emphasizing the critical components of successful large-scale software projects, Software Project Management: A Process-Driven Approach discusses human resources, software engineering, and technology to a level that exceeds most university-level courses on the subject. The book is organized into five parts. Part I defines project management with information on project and process specifics and choices, the skills and experience needed, the tools available, and the human resources organization and management that brings it all together. Part II explores software life-cycle management. Part III tackles software engineering processes and the range of processing models devised by several domestic and international organizations. Part IV reveals the human side of project management with chapters on managing the team, the suppliers, and the customers themselves. Part V wraps up coverage with a look at the technology, techniques, templates, and checklists that can help your project teams meet and exceed their goals. A running case study provides authoritative insight and insider information on the tools and techniques required to ensure product quality, reduce costs, and meet project deadlines. Praise for the book: This book presents all aspects of modern project management practices ... includes a wealth of quality templates that practitioners can use to build their own tools. ... equally useful to students and professionals alike. —Maqbool Patel, PhD, SVP/CTO/Partner, Acuitec

Purpose The purpose of this book is to provide the reader with an understanding of the ISO 9000-3 guideline and how it applies to the specification, development, test, and maintenance of software. We will show that the basic practices and procedures that define software engineering and the ISO guideline are, for all intents and purposes, one and the same. We hope that the readers of this book will use the information found within not only to pass the certification audit but as a tool to be used to create the well-managed engineering environment needed to create reliable, well engineered products in a consistent manner. Audience This book is intended for senior software engineers, software managers, and non software managers within software organizations whose aim is to create an engi neering environment within their company or organization. In addition, individ uals outside the software organization who have responsibility for the specification of the software product and preparing their organization to take ownership of the developed product will find this book of great interest. Finally, those who must choose software companies to do business with or audit software companies to determine their ability to engineer and maintain a software product will find this book helpful. 2 Introduction Overview This book is made up of twenty-four chapters that can be grouped into four sections. Chapter 1 through Chapter 4 set the basis for the following chapters that deal directly with the guideline.

Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and

responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world’s leading practitioners construct and maintain software. This book covers Google’s unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You’ll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

Can a system be considered truly reliable if it isn't fundamentally secure? Or can it be considered secure if it's unreliable? Security is crucial to the design and operation of scalable systems in production, as it plays an important part in product quality, performance, and availability. In this book, experts from Google share best practices to help your organization design scalable and reliable systems that are fundamentally secure. Two previous O’Reilly books from Google—Site Reliability Engineering and The Site Reliability Workbook—demonstrated how and why a commitment to the entire service lifecycle enables organizations to successfully build, deploy, monitor, and maintain software systems. In this latest guide, the authors offer insights into system design, implementation, and maintenance from practitioners who specialize in security and reliability. They also discuss how building and adopting their recommended best practices requires a culture that’s supportive of such change. You’ll learn about secure and reliable systems through: Design strategies Recommendations for coding, testing, and debugging practices Strategies to prepare for, respond to, and recover from incidents Cultural best practices that help teams across your organization collaborate effectively

This book constitutes the refereed proceedings of the 12th European Conference on Software Architecture, ECSA 2018, held in Madrid, Spain, in September 2018. The 17 full papers presented together with 7 short papers were carefully reviewed and selected from 96 submissions. They are organized in topical sections as follows: Self-Adaptive Architectures, IoT Architectures, Embedded and Cyber-Physical Systems, Microservices Architectures, Service-Oriented Architectures, Architectural Design Decisions, Software Architecture in Practice.

Defining and Deploying Software Processes enables you to create efficient and effective processes that let you better manage project schedules and software quality. The author's organized approach details how to deploy processes into your company's culture that are enthusiastically embraced by employees, and explains how to implement a Web-based process architecture that is completely flexible and extensible. Divided into four sections, the book defines the software process architectural model, then explores how this model is implemented. It addresses both the importance of the Web in deploying processes and the importance of a version-controlled repository tool for process management. The third section examines the use of the software process model. The author focuses on classes of process users, metrics collection and presentation, schedule creation and management, earned value, project estimation, time-card charging, subcontract management, and integrated teaming. The final section discusses deployment of the model into an organization, outlining how to rapidly confront pain issues, process group creation and charter, process champion development, pilot and measure the model, and prepare for external model appraisal, e.g., SCAMPI.

With this practical book, architects, CTOs, and CIOs will learn a set of patterns for the practice of architecture, including analysis, documentation, and communication. Author Eben Hewitt shows you how to create holistic and thoughtful technology plans, communicate them clearly, lead people toward the vision, and become a great architect or Chief Architect. This book covers each key aspect of architecture comprehensively, including how to incorporate business architecture, information architecture, data architecture, application (software) architecture together to have the best chance for the system’s success. Get a practical set of proven architecture practices focused on shipping great products using architecture Learn how architecture works effectively with development teams, management, and product management teams through the value chain Find updated special coverage on machine learning architecture Get usable templates to start incorporating into your teams immediately Incorporate business architecture, information architecture, data architecture, and application (software) architecture together

This book fills a gap between high-level overview texts that areoften too general and low-level detail oriented technical handbooksthat lose sight the "big picture". This book discusses SOAfrom the low-level perspective of middleware, various XML-basedtechnologies, and basic service design. It also examinesbroader implications of SOA, particularly where it intersects withbusiness process management and process modeling. Concreteoverviews will be provided of the methodologies in those fields, sothat students will have a hands-on grasp of how they may be used inthe context of SOA.